

NEW
ARTICLES
OF THE
GAME
OF
CRICKET,

As settled and revised at the
STAR and GARTER, PALL-MALL,
FEBRUARY, 1786;
By a COMMITTEE of NOBLEMEN and GENTLE-
MEN, OF KENT, &c,
TO WHICH IS ADDED
THE OLD LAWS,
AS SETTLED BY THE SEVERAL
CRICKET-CLUBS.

Embellished with a neat COPPER-PLATE of the
Representation of the Game, as Played by the
GENTLEMEN, in WHITE-CONDUIT
FIELD.

LONDON:

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L A W S, &c.

The B A L L

MUST not weigh less than Five Ounces and a Half, nor more than Five Ounces and Three Quarters.

It cannot be changed during the Game, but with Consent of both Parties.

The B A T

MUST not exceed Four Inches and One Quarter in the widest Part.

The S T U M P S

MUST be Twenty-two Inches, the Bail Six Inches long.

The B O W L I N G - C R E A S E

MUST be parallel with the Stumps, Three Feet in Length, with a Return-Crease.

The

The POPPING-CREASE

MUST be Three Feet Ten Inches from the Wickets; and the Wickets must be opposite to each other at the Distance of Twenty-two Yards.

The P A R T Y

Which GOES from HOME

SHALL have the Choice of the Innings and the Pitching of the Wickets, which shall be pitched within Thirty Yards of a Centre fixed by the Adversaries.

When the Parties meet at a Third Place, the Bowlers shall toss up for the Pitching of the First Wicket, and the Choice of going in.

The B O W L E R

MUST deliver the Ball with one Foot behind the Bowling-Crease, and within the Return-Crease; and shall bowl Four Balls before he changes Wickets, which he shall do but Once in the same Innings.

He may order the Player at his Wicket to stand on which Side of it he pleases.

The S T R I K E R

Is out

IF the Bail is bowled off, or the Stump bowled out of the Ground.

Or if the Ball, from a Stroke over or under his Bat, or upon his Hands, (but not Wrist)

is held before it touches the Ground, though it be hugged to the Body of the Catcher.

Or if, in Striking, both his Feet are over the Popping-Crease, and his Wicket is put down, except his Bat is grounded within it.

Or if he runs out of his Ground to hinder a Catch.

Or if a Ball is struck up, and he wilfully strike it again.

Or if in running a Notch, the Wicket is struck down by a Throw, or with the Ball in Hand, before his Foot, Hand, or Bat, is grounded over the Popping-Crease; but if the Bail is off, a Stump must be struck out of the Ground by the Ball.

Or if the Striker touches or takes up the Ball before it has lain still, unless at the Request of the opposite Party.

Or if the Striker puts his Leg before the Wicket with a Design to stop the Ball, and actually prevents the Ball from hitting his Wicket by it.

If the Players have crossed each other, he that runs for the Wicket that is put down, is out; if they are not crossed, he that has left the Wicket that is put down, is out.

When the Ball has been in the Bowler's or Wicket-Keeper's Hands, the Strikers need not keep within their Ground till the Umpire has called *Play*; but if the Player goes out of his Ground, with an Intent to run before the Ball is delivered, the Bowler may put him out

When

When the Ball is struck up in the Running Ground between the Wickets, it is lawful for the Strikers to hinder its being caught; but they must neither strike at, nor touch the Ball with their Hands.

If the Ball is struck up, the Striker may guard his Wicket either with his Bat or his Body.

In Single-Wicket Matches, if the Striker moves out of his Ground to strike at the Ball, he shall be allowed no Notch for such Stroke.

The WICKET-KEEPER

SHALL stand at a reasonable Distance behind the Wicket, and shall not move till the Ball is out of the Bowler's Hand, and shall not, by any Noise, incommode the Striker; and if his Hands, Knees, Foot, or Head, be over or before the Wicket, though the Ball hit it, it shall not be out.

The UMPIRES

SHALL allow Two Minutes for each Man to come in, and Fifteen Minutes between each Innings; when the Umpire shall call *Play*, the Party refusing to play shall lose the Match.

They are the sole Judges of fair and unfair Play, and all Disputes shall be determined by them.

When a Striker is hurt they are to allow another to come in, and the Person hurt shall have his Hands in any part of that Innings.

They are not to order a Player out, unless appealed to by the Adversaries.

But if the Bowler's Foot is not behind the Bowling - Crease, and within the Return-Crease, when he delivers the Ball, the Umpire unasked must call *No Ball*.

If the Strikers run a short Notch, the Umpire must call *No Notch*.

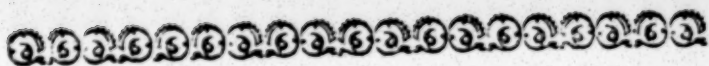
B E T S.

IF the Notches of one Player are laid against another, the Bet depends on both Innings, unless otherwise specified.

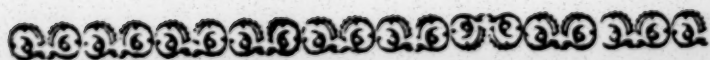
If one Party beats the other in one Innings, the Notches in the First Innings shall determine the Bet.

But if the other Party goes in a Second Time, then the Bet must be determined by the Number on the Score.

END OF THE NEW LAWS.



O L D
L A W S
O F T H E
G A M E
O F
CRICKET.



A 4



THE
GAME
AT
CRICKET.

THE Pitching the first Wicket is to be determined by the Tois of a Piece of Money.

When the first Wicket is pitched, and the Popping-Crease cut, which must be exactly Three Feet Ten Inches from the Wicket, the other Wicket is to be pitched directly opposite, at Twenty-Two Yards Distance,

tance, and the other Popping-Crease cut Three Feet and Ten Inches before it.

The Bowling-Creases must be cut in a direct Line from each Stump.

The Stumps must be Twenty-Two Inches long, and the Bail Six Inches.

The Ball must weigh between Five and Six Ounces.

When the Wickets are both Pitched, and all the Creases cut, the Party that Wins the Toss-up, may order which Side shall go in first, at his Option.

L A W S



L A W S

F O R T H E

B O W L E R S.

Four BALLS and Over.

THE Bowler must deliver the Ball, with one Foot behind the Crease, even with the Wicket; and when he has bowled one Ball, or more, shall bowl to the Number of Four before he changes Wickets, and he shall change but once in the same Innings.

He may order the Player that is in at his Wicket, to stand on which
Side

Side of it he pleases, at a reasonable Distance.

If he delivers the Ball, with his hinder Foot over the Bowling-Crease, the Umpire shall call *No Ball*, tho' it be struck, or the Player be bowled out; which he shall do without being asked, and no Person shall have any Right to question him.





L A W S
F O R T H E
S T R I K E R S,
O R
T H O S E t h a t a r e I N.

IF the Wicket is bowled down,
it's out

If he strikes, or treads down, or falls himself upon his Wicket in striking (but not in over-running) it's out. A Stroke, or Nip, over or under his Bat, or upon his hands (but not Arms) if the Ball be held before
it

it touches the Ground, though it be hugged to the body, it's out.

If in striking, both his Feet are over the Popping-Crease, and his Wicket put down, except his Bat is down within, it's out.

If he runs out of his Ground to hinder a Catch, it's out.

If a Ball is nipped up, and he strikes it again wilfully, before it came to the Wicket, it's out.

If the Players have crossed each other, he that runs for the Wicket that is put down, is out: If they are not crossed, he that runs is out.

If in running a Notch, the Wicket is struck down by a Throw, before his Foot, Hand, or Bat is over the Popping-Crease, or a Stump hit by the Ball, though the Bail was down, it's out.

But

But if the Bail is down before, he that catches the Ball must strike a Stump out of the Ground, Ball in Hand, or else it's not out.

If the Striker touches, or takes up the Ball before it has lain quite still, unless asked by the Bowler, or Wicket-Keeper, it's out.



B A T,



B A T,
F O O T,

O R

H A N D,

O V E R T H E

C R E A S E.

WHEN the Ball has been in Hand by one of the Keepers, or Stoppers, and the Player has been at home, he may go where he pleases till the next Ball is bowled.

If

If either of the Strikers is crossed in his running Ground, designedly, the same must be determined by the Umpires.

N. B. The Umpires may order that Notch to be scored.

When the Ball is hit up, either of the Strikers may hinder the Catch in his running Ground; or if it is hit directly across the Wickets, the other Player may place his Body any where within the Swing of the Bat so as to hinder the Bowler from catching it; but he must neither strike at it, nor touch it with his Hands.

If a Striker nips a Ball up just before him, he may fall before his Wicket, or pop down his Bat, before it comes to the Wicket, to save it.

The

(17)

The Bail hanging on one Stump
though the Ball hit the Wicket, it's
not out.



I. A W S



L A W S

F O R T H E

W I C K E T - K E E P E R S .

THE Wicket-Keepers shall stand at a reasonable distance behind the Wicket, and shall not move till the Ball is out of the Bowler's Hand, and shall not, by any Noise, incommode the Striker; and if his Hands, Knees, Foot, or Head, be over, or before the Wicket, though the Ball hit it, it shall not be out.

L A W S



L A W S

F O R T H E

U M P I R E S .

TO allow two Minutes for each Man to come in when one is out, and Ten Minutes between each Hand.

To mark the Ball that it may not be changed.

They are sole Judges of all Outs and Ins; of all fair or unfair Play; of all frivolous Delays; of all Hurts; whether real or pretended, and are discre-

discretionally to allow what Time they think proper before the Game goes on again.

In Case of a real Hurt to a Striker, they are to allow another to come in, and the Person hurt to come in again; but are not to allow a fresh Man to play, on either Side, on any Account.

They are sole Judges of all Hindrances; crossing the Players in running, and standing unfair to strike, and in case of Hindrance may order a Notch to be scored.

They are not to order any Man out, unless appealed to by one of the Players.

These Laws are to the Umpires jointly.

Each Umpire is the sole Judge of all Nips and Catches; Ins and Outs; good or bad Runs, at his own Wicket, and his Determination shall be absolute; and he shall not be changed
for

for another Umpire, without the Consent of both Sides.

When the Four Balls are bowled, he is to call over.

These Laws are separately.

When both Umpires call Play three Times, 'tis at the Peril of giving the Game from them that refuse to Play.

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